SCOUT GHOST – TYPE 32 RAPID ATTACK VEHICLE

ARMOURED – BUILD RATING 1 EACH

MOVE	SOAK	REACT	IMPACT
12/18”	3	7/9	1

DAMAGE		
	3	3

WEAPONS	RANGE	ARC	AP	AT	AA
Plasma Cannon	10/20”	FRONT	6	4	3

Point Blank: Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS

Aerial Insertion: Up to 2 Ghosts may be deployed via a Combat Drop Air Support Mission.

SPECIAL RULE

Diminutive: This Vehicle is treated as an Infantry Element when determining Line of Sight only.

SCOUT GHOST – TYPE 32 RAPID ATTACK VEHICLE

TYPE

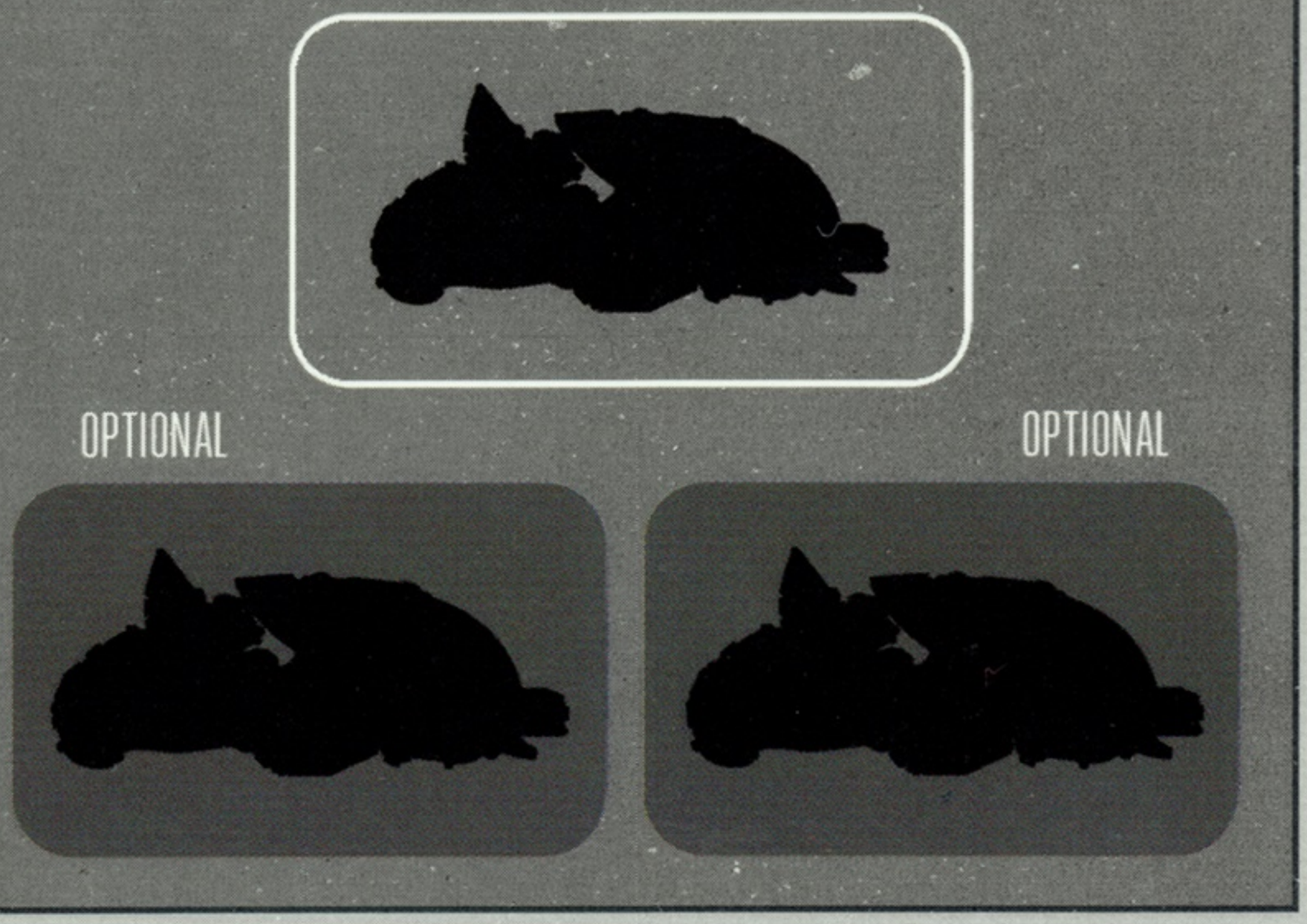
ARMOURED

ELEMENTS

1-3

POINTS

80 EACH



Floating on a cushion of gravitic energy, the Ghost is a one-man all-terrain bike with a ubiquitous presence in all Covenant military actions. When piloted by the Grunts the Ghost is best employed as a scout, sent far behind enemy lines to track and hinder an adversary's movement. Particularly daring Grunts will directly engage enemy infantry and light combat vehicles, and they occasionally even survive to learn the wisdom of waiting for backup.

The Scout Ghost's speed and armament favours rapid strikes, and it excels at 'hit and run' attacks, attacking vulnerable UNSC forces before disengaging at high speed once damage has been done!

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